

SYSTEM AND METHOD FOR PROCESSING A HOPPER FILL IN A GAMING SYSTEM

ABSTRACT OF THE DISCLOSURE

A system and method for processing a hopper fill in a gaming system. The gaming system has at least one gaming machine having a hopper for issuing credits to a player. A host computer is coupled to the at least one gaming machine by a network. The remote system includes a remote device and a remote network interface coupled to the remote device for exchanging data between the host computer and the remote device. The data includes hopper fill information to process a credit fill of the hopper.